

Selections from
THE PHANTOM OF THE OPERA

THE PHANTOM OF THE OPERA • THINK OF ME • ANGEL OF MUSIC
THE MUSIC OF THE NIGHT • MASQUERADE • ALL I ASK OF YOU

3rd TROMBONE

Music by ANDREW LLOYD WEBBER
Arranged by CALVIN CUSTER

Pesante

2nd time Allarg. Allegro

The musical score for the 3rd Trombone part consists of ten staves of music. The first staff begins with a *fff* dynamic and a *Pesante* tempo. The second staff continues the melodic line. The third staff includes a *Soli* marking and a first ending bracket labeled '13'. The fourth staff features a second ending bracket labeled '18' and another *Soli* marking. The fifth staff includes the instruction *8va Bassa opt.* and *loco*. The sixth staff starts with a *ff* dynamic and a first ending bracket labeled '30'. The seventh staff includes a second ending bracket labeled '2' and a first ending bracket labeled '39'. The eighth staff continues the melodic line. The ninth staff includes a first ending bracket labeled '1' and a second ending bracket labeled '2'. The final staff is for the piece 'THINK OF ME' in *Allegretto* tempo, marked with a '2'.

3rd Trombone

50 8 58 6 (♩=♩) (♩=♩)

66 8 74 *mf* *poco rit.*

Poco meno mosso Bsn. Allargando Play A tempo, poco rubato

p *p* *rit.* *f* *mf*

Andantino 2 86 ANGEL OF MUSIC 4 B. Cl. *pp*

rit.

4 98 4 Play *mf*

106 *f*

114 (♩=♩) *pp*

THE PHANTOM OF THE OPERA
Heavy Rock Beat

mp cresc. *fff*

124 *ff*

3rd Trombone

Musical staff with bass clef, key signature of one flat, and various notes and rests.

136

heavily

1 2

ALL I ASK OF YOU

Andante appassionata

148

mf *rit.* *p* Bsn.

156

Play *p cresc.* *f*

dim. *rit.* *pp*

166 A tempo, piu appassionata

ff

p *rit.* *dim.* *p*

Allegretto

MASQUERADE

2 178 3 1 2

p *rit.* *dim.* *p*

3rd Trombone

2nd time only

1 2

188 Allegro

pp *cresc.* *ff*

Suddenly slower

196 THE MUSIC OF THE NIGHT

Andante sostenuto

rit. molto *p* *mf*

Hn. 4

Play

204

mf *f*

214 A bit faster

dim. *poco accel.* *p* *mf*

Sostenuto

222

Piu sostenuto Moving ahead A tempo

Hn. 4 Play

rit. *p* *pp* *pp* *ff*

dim. *rit.*

Sostenuto Lento

Vc. Play

Piu lento

pp *pp* *rit. ten.* *piu rit.* *p* *ppp*